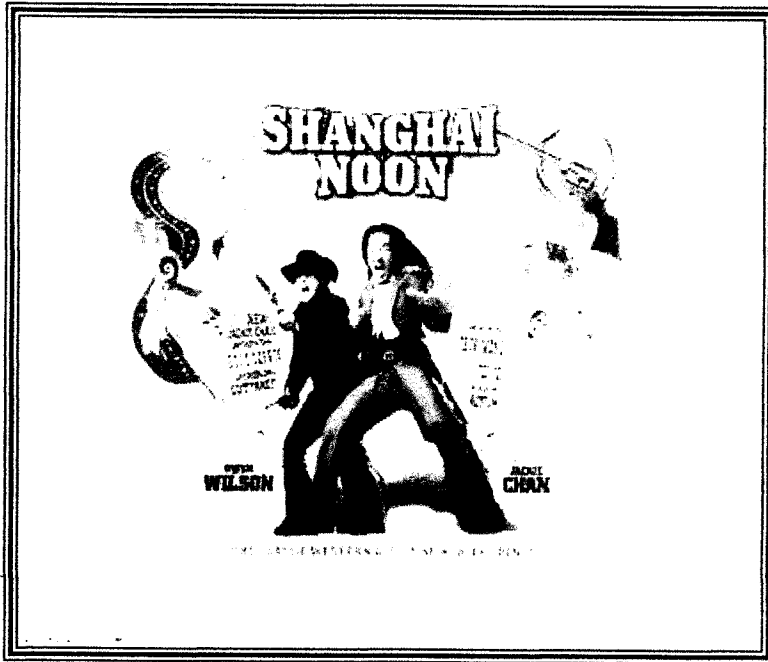


# LAKE COUNTY PISTOLERS

Presents  
IDES OF MARCH 2011



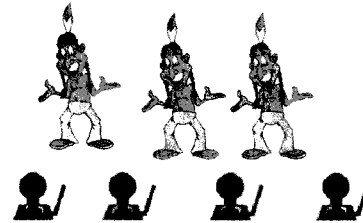
A COWBOY ACTION SHOOTING COMPETITION

March 18- 20, 2011

Hosted by  
Eustis Gun Club



## Stage 1



After saving his own life and a young Indian Boy from the Crow war party, the boys' tribe takes Chon Wang back to their camp to celebrate with a little peace pipe smoking. Only the Crows show up to ruin the party, so you got to run them off.

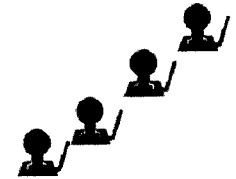
- 9 - Rifle staged on table
- 10 - Pistols Holstered
- 4+ - Shotgun staged on table

Starting Line: "This is pretty powerful stuff!"

Procedure:

Shooter starts standing by fire peace pipe chest high in both hands. ATB, place pipe on table, with shotgun engage any two knockdowns, with rifle, triple tap the three bad Indians Move to left of cactus and with your pistols engage the three targets with two Nevada sweeps (same or opposite direction). Move back to shotgun and engage the remaining knockdowns.

## Stage 2



Roy O'Banyon's gang has been stolen by the "New Guy Wallace" and they've buried him up to his head in the desert. You help him out by giving him some chopsticks to dig his own way out.

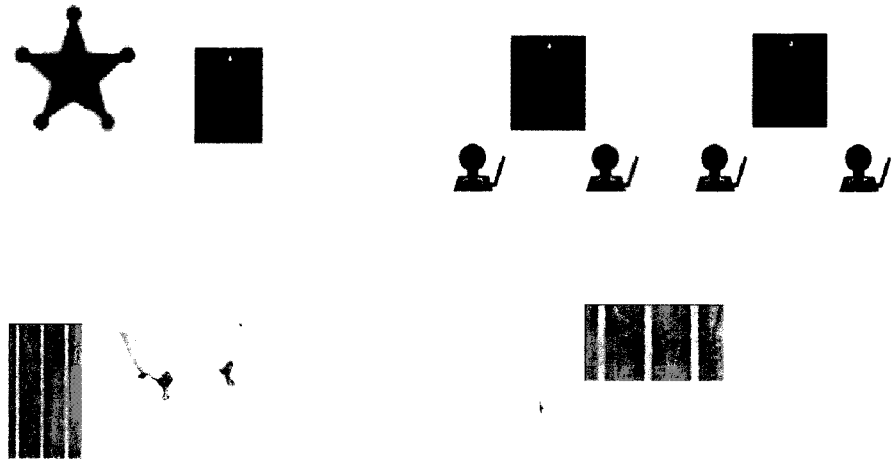
- 10 - Rifle staged on barrel
- 10 - Pistols Holstered
- 4+ - Shotgun staged on horse

Starting Line: "Don't talk, just dig!"

Procedure:

Shooter starts standing by Roy holding chopsticks. ATB, Drop the chopsticks then with first pistol engage "Big John" with 5rds. Move to rifle location with second pistol alternate on the two other gang members (cowboys), for 5rds. With rifle put 2rds each on the five targets Restage rifle. Move to horse and with your shotgun engage the four knockdowns.

### Stage 3



Roy & Chon are taking a bath at Roy's "special hideout" a house of ill repute. Roy decides he wants Chon to teach him a Chinese drinking game. They're having such a good time they keep wanting to play.

- 10 - Rifle staged in hand
- 10 - Pistols Holstered
- 4+ - Shotgun staged on table near tub

Starting Line: "Uno Mas!"

Procedure:

Shooter starts standing by tub rifle in hand. ATB, engage the Texas Star until plates are off, put any remaining rounds on dump plate. Restage rifle on table (shooters option to take shotgun to next shooting position). From behind table with first pistol engage two knockdown targets with 1 rd each and the rectangle with 3 rds any order. With second pistol, repeat instructions on the other two knockdowns and rectangle target. Any knockdown targets still up may be made up with shotgun.

**Stage by Ft. White Cavalry as voted on by the shooters as the BEST STAGE at the 2010 Club Shootout at Swampwater.**

### Stage 4



On their way to Carson City, Roy & Chon stop over at a line shack they stumble upon, so Roy decides to teach Chon how to shoot.

- 10 - Rifle staged on barrel
- 10 - Pistols Holstered
- 4+ - Shotgun staged on barrel

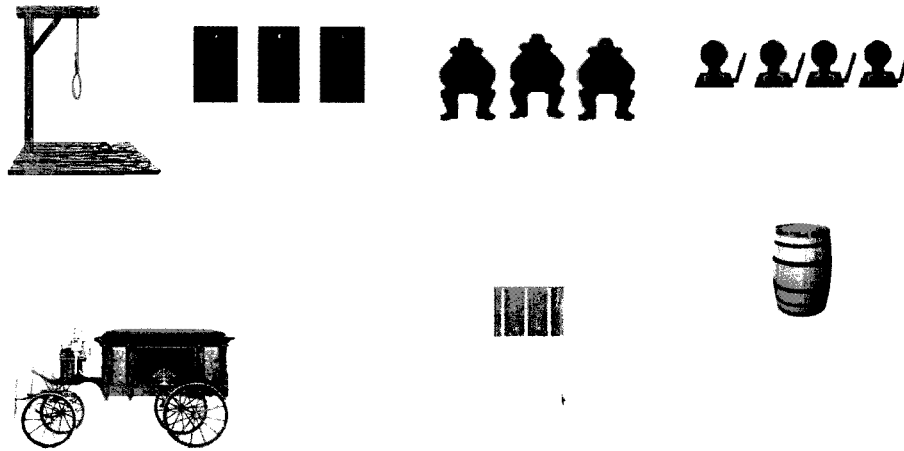
Starting line: "Exhale for long range shots, inhale for short range."

Procedure:

Shooter starts standing behind barrel hands above head or behind saddle hands above head. ATB, if starting at shotgun, engage the knockdowns and restage shotgun on barrel. Move to rifle, with rifle engage the plates on the rack, misses can be made up by reloading rifle. Move to corral with your first pistol engage the three targets by engaging the two outside targets with 2rds then the center target with 1rd. With your second pistol repeat instructions.

Note: Stage may be shot in reverse. Pistol – rifle – shotgun

## Stage 5



Roy & Chon are about to be hanged by the crooked Marshal Van Cleef. They're on the gallows ready to have the lever pulled and you need to help 'em get away.

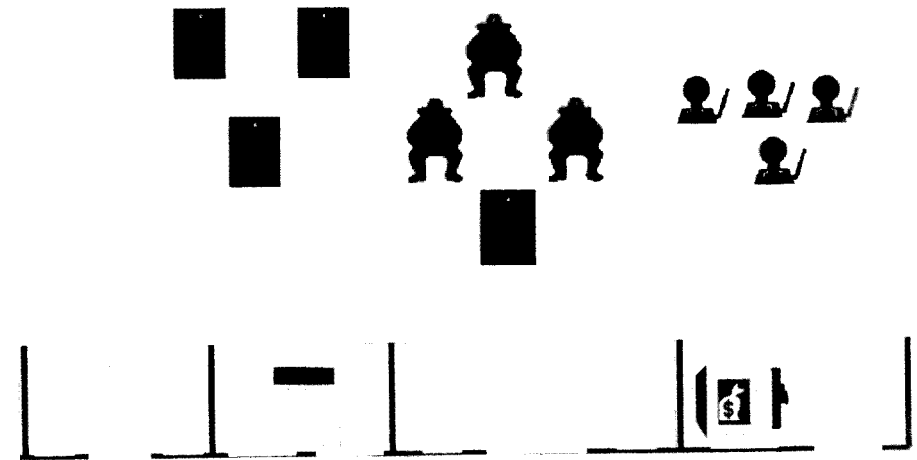
- 10 - Rifle staged on coffin
- 10 - Pistols Holstered
- 4+ - Shotgun staged on barrel

Starting line: "Che Che Che, Puh Puh Puh"

Procedure:

Shooter starts standing behind Hearse hands on rifle. ATB, with your rifle shoot the hangman's noose, then engage the three deputies with 2rds-3rds-4rds, restage rifle. Move to whiskey box in front of deputies and with your pistols engage each deputy at least three times, putting 10rds on three targets. Move to shotgun and engage knockdowns.

## Stage 6



Chon Wang makes it to town and run's into Roy who's gambling at the saloon. Chon asks the bartender if it's Carson City.

- 10 - Rifle staged in Barber Shop doorway
- 10 - Pistols Holstered
- 4+ - Shotgun staged on table Bank doorway

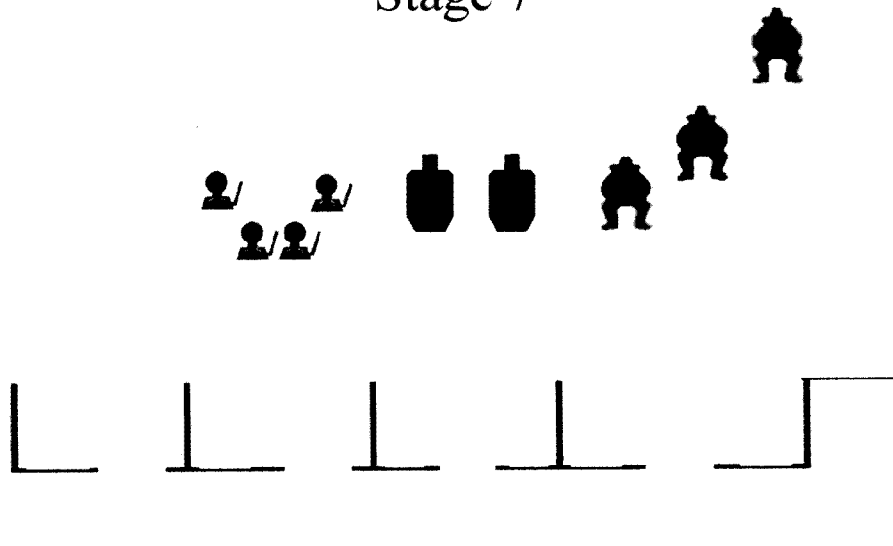
Starting line: "You gave me bad directions"

Procedure:

Shooter starts standing in doorway of your choice (Barber Shop or Bank) hands on door frame shoulder high. ATB, if starting with your rifle engage the three targets in a circular pattern starting on the bottom for 10 rds (clockwise or counter clockwise). Move to shotgun and engage knockdowns, restage shotgun. Move into Saloon knock over card table with hand(s), then with your pistols engage targets in a circular pattern starting on the bottom for 10 rds (clockwise or counter clockwise).

Note: Do NOT draw pistol(s) until through Saloon doors.

## Stage 7



After the fight in the saloon Roy & Chon get locked up in the jail. But Chon needs to escape to save Princess Pei Pei. Roy wants to help after hearing about the gold. After getting thru bars you need to deal with a few bad deputies.

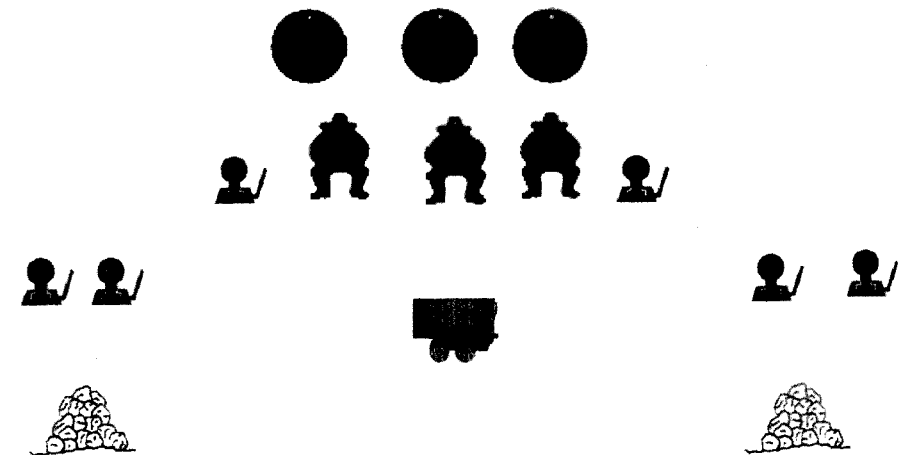
- 10 - Rifle staged on table in Hotel
- 10 - Pistols on table in Jail
- 4+ - Shotgun staged on table in Lawyers Office

Starting line: "Wet shirt bend bars!"

### Procedure:

Shooter starts standing in Jail hands on shirt, ATB, reach thru bars, with your pistols alternate on the two targets double tapping each target for 10 rds, return pistols to table. Move to rifle and engage the three targets in two 2-1-2 sweeps from the same direction. Move to shotgun and engage the knockdowns until down.

## Stage 8



Chon makes it to the Chinese work camp where Princess Pei Pei is being held, only she can't leave or Lo Fong will kill a Chinese worker every hour she's gone. So Chon needs to escape but he's caught by Lo Fong & Marshal Van Cleef. Roy needs to save Chon from Lo Fong's sword.

- 10 - Rifle staged on ore cart
- 10 - Pistols holstered
- 6+ - Shotgun held at port arms

Starting line: "Reach for the sky Baldy!"

### Procedure:

Shooter starts standing behind rock pile of choice shotgun at port arms, ATB, engage the two knockdowns in front of you. Move to opposite rock pile and engage the two knockdowns in front of you. Move to ore cart and engage the final pair of knockdowns. Place shotgun on cart and with your rifle engage the three rifle targets (circles) with 4rds on the center target then double tap sweep the three targets from either end. Restage the rifle. With your first pistol engage the center cowboy with 2rds then sweep the three cowboys from either end. With second pistol engage the center cowboy with 2rds then sweep the three cowboys from either end.

## Stage 9



Roy & Chon, the Imperial guards, Princes Pei Pei and the bad guys are all in the mission. The guards have paid the ransom and want to take Princess Pei Pei home but Chon wants to stop them. Marshal Van Cleef wants to kill Roy.

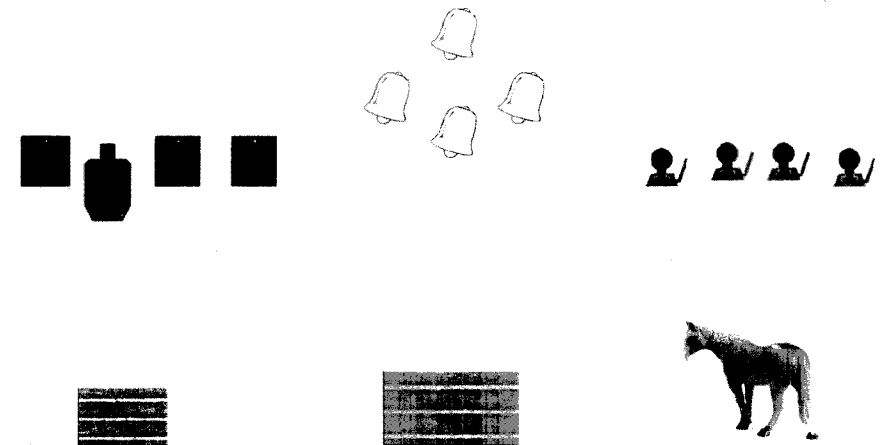
- 10 - Rifle staged on center table
- 10 - Pistols holstered
- 4+ - Shotgun staged in window

Starting Line: "Lets' just wing it!!"

Procedure:

Shooter starts standing behind rifle. ATB, with your rifle, engage rifle targets in a 1-4-4-1 sweep from either direction, restage rifle. Move to either right window. With your first pistol engage the square with 1rd and the cowboy with 4rds in any order, move to other window with second pistol repeat instructions. Move to shotgun and engage two knockdowns thru each window.

## Stage 10



Roy and his gang are fixing to rob the train. Roy has a plan but his gang is to dimwitted to understand, so Roy decides to do what they usually do.

- 8 - Rifle staged center table
- 10 - Pistols holstered
- 4+ - Shotgun on horse

Starting line: "Looks like we got a Mexican standoff, only we ain't got no Mexicans!"

Procedure:

Shooter starts standing behind left box hands on pistol(s), ATB, With your first pistol sweep the four targets double tapping the Marshall. With your second pistol sweep the four targets from the opposite direction double tapping the Marshall. Move to your rifle and engage each bell with two rds, no double tapping. Move to shotgun and engage the four knockdowns.